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UDK-001-03

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HOW TO BE A "BEAMRIDER"

- Tips from Dave Rolfe, Designer of Beamrider™

"Greetings from sector 26 and moving! If you want to make it to the outer sectors, pay attention to these tips.

"First of all, maintain precise control by learning to move a single beam at a time. And stay near the center beams so you won't get boxed into a corner with nowhere to run.

"Zap the white enemy saucers as early in their approach as possible.

"When you see a yellow rejuvenator, don't abandon all caution as you move to catch it, or you'll likely wreck your ship.

"When the Sentinel is about to approach, don't sit on the beam you plan to shoot from. Green Blockers will swarm onto it immediately! Instead, wait on a beam you're not going to shoot from, then move over to an unblocked beam and torpedo the ship.

"Good luck!"

Dave Rolfe

By Dave Rolfe



You are the Beamrider. You must clear the Restrictor Shield that surrounds the Earth. Enemy Sentinels guard each sector, so beware!

LOADING INSTRUCTIONS

1. Before you commence to load your cassette tape, make sure you have disconnected all peripheral equipment such as the disc drive and printer.
2. Place cassette tape in the recorder and rewind to the beginning.
3. Press "SHIFT" and "RUN/STOP" key simultaneously on your Commodore 64 computer.
4. Press play on the cassette recorder when the command to do so appears on the screen. Apart from a brief title identification screen, the screen will remain blank during loading, which will take approximately 7-8 minutes. Please be patient.

PLAY THE GAME

- To select level of difficulty and level of sector, press appropriate key on the keyboard.

Level	Begins at Sector
1	1
2	5
3	10

- You begin with 3 ships, two of which are on service. There are 15 enemy saucers in each sector. All must be destroyed before you can go to the next sector.
- Only a torpedo can destroy the Sentinel ship. To fire the torpedo, push the Joystick forward. You are only given 3 torpedoes per sector, use them sparingly.
- Allow the yellow rejuvenators to land on your deck, as each connection will add a bonus ship to your fleet.
- Scoring—

White Enemy Saucers 44 Points*

Yellow Chirper Ships 280 Points*

Sector Sentinel 330 Points*

*Plus sector bonus



NAME _____

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